Mark Cunningham Clash of Kings

2300 / 2300 VALID

Ratkin Slaves [2300]

Slave Warriors — Infantry

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[100]	6	5+	-	4+	2	12	12/14	2	[85]
The Last Breath									[15]

Keywords: Expendable, Ratkin, Slave

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Slave Death Engine Impaler — Monster

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[180]	8	4+	-	5+	1	D6+7	-/16	5	[180]

Special Rules: Crushing Strength(2),Rampage(Melee - D6),Vicious(Melee),Wild Charge(D3)
Keywords: Ratkin, Slave, Tek

1[180]	8	4+	-	5+	1	D6+7	-/16	5	[180]

Special Rules: Crushing Strength(2),Rampage(Melee - D6),Vicious(Melee),Wild Charge(D3)
Keywords: Ratkin, Slave, Tek

Overmaster — Hero (Infantry)

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[125]	4	3+	-	6+	0	5	13/15	2	[105]
Infernal Advance									[20]

Special Rules: Crushing Strength(1),Individual, Inspiring, Mighty, Vicious(Melee),Aura(Strider - Infantry only)
Keywords: Dwarf

Golekh Skinflayer [1] — Hero (Chariot)

Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[200]	8	3+	-	5+	1	7	-/16	3	[200]

Special Rules: Crushing Strength(1),Dread, Nimble, Rallying(2 - Slave only),Thunderous Charge(2),Very Inspiring, Vicious(Melee)
Keywords: Dwarf

Cryza's Gore-Impaler [1]									Hero (Monster)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[210]	8	3+	-	5+	1	D6+7	-/16	5	[210]

Special Rules: Crushing Strength(2),Rampage(Melee - D6),Vicious(Melee),Wild Charge(D3),Battering Ram
Keywords: Ratkin, Slave, Tek

Overmaster on Ancient Winged Halfbreed									Hero (Titan)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[300]	10	3+	-	5+	1	9	17/19	6	[300]

Special Rules: Crushing Strength(3),Fly, Inspiring, Nimble, Regeneration(5+),Vicious(Melee)
Keywords: Abomination, Dwarf

[F] Slave Warriors (Lowest of the Low) [1]									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[155]	6	5+	-	4+	3	25	19/21	2	[155]

Special Rules: The Last Breath
Keywords: Expendable, Ratkin, Slave

[F] Slave Warriors (Lowest of the Low) [1]									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[100]	6	5+	-	4+	2	12	12/14	2	[100]

Special Rules: The Last Breath
Keywords: Expendable, Ratkin, Slave

[F] Slave Warriors (Lowest of the Low) [1]									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[100]	6	5+	-	4+	2	12	12/14	2	[100]

Special Rules: The Last Breath
Keywords: Expendable, Ratkin, Slave

[F] Taskmaster on Chariot (Lowest of the Low) [1]									Hero (Chariot)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[150]	8	3+	-	4+	1	5	**14**/15	3	[145]
Staying Stone									[5]

Special Rules: Aura(Vicious (Melee) - Slave Infantry only),Inspiring, Nimble, Rallying(1 - Slaves only),Thunderous Charge(2),Vicious(Melee),Out of my way, worm!
Keywords: Dwarf

Total Units:	16	**Total Unit Strength:**	25
Total Primary Core Points:	2300 (100.0%)		
Artefacts Points:	5		
Regiments:	8		
Infantry Hordes & Legions:	1		
Monsters:	2		
Heros:	5		

Slots: Any(8),Hero Only(1),War Engine Only(1),Monster/Titan Only(1),Large+ Horde Unlocks(0),Large+ Legion Unlocks(0)

Custom Rule	Description
Battering Ram	Once per turn, when this unit routs an enemy unit in melee which has a Unit Strength of 1 or more, it can Overrun as if it had routed an individual. (See

	Overrun on pg. 34 of the Rulebook & pg. 30 of the Gamer's Edition). Note: Base size cannot be increased beyond 50x100mm
Out of my way, worm!	Before giving this unit an order, select a single Friendly Core unit with the Slave keyword within 12" and in Line of Sight of this unit. That unit is then immediately Routed and removed from the board. If the removed unit had the Last Breath upgrade, it activates as normal against all units Engaged with it.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Rallying	Friendly Core units within 6&rquot; of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with Rallying are in range. Only the Rout value of a Fearless unit is affected by Rallying.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.

Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
The Last Breath	When the unit suffers a Rout result, all units in base contact with it suffer 2D3 hits at Piercing (2). These hits are resolved by the player that Routed the unit with The Last Breath rule, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units and they proceed to Regroup as normal. In addition, a unit with The Last Breath upgrade cannot take the Crystal Pendant of Retribution magical artefact.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.